Amendments to the Specification:

Please replace the paragraph beginning at page 12, line 6 with the following rewritten paragraph:

In one embodiment, the gaming machine may include a ~~player or other~~ sensor, such as a camera in communication with the processor (and possibly controlled by the processor) that is selectively positioned to acquire an image of a player actively using the gaming device and/or the surrounding area of the gaming device. In one embodiment, the camera may be configured to selectively acquire still or moving (e.g., video) images and may be configured to acquire the images in either an analog, digital or other suitable format. The display device may be configured to display the image acquired by the camera as well as display the visible manifestation of the game in split screen or picture-in-picture fashion. For example, the camera may acquire an image of the player and that image can be incorporated into the primary and/or secondary game as a game image, symbol or indicia.

Please replace the paragraph beginning at page 20, line 5 with the following rewritten paragraph:

Figs. 3 to 6 each display three contestants 82, 84 and 86, which respectively correspond to indicia "A", "B" and "C" in the illustrated screens. Contestants 82, 84 and 86 are player selectable. In one embodiment, contestants 82, 84 and 86 are each areas of the display device 16 or 18 that operate in conjunction with touch screen 42 to send discrete inputs to processor 12 when touched by a player 90. In an alternative embodiment, one, or more or all of the contestant selections 82, 84 and 86 ~~is an~~are electromechanical input device̲s̲ 30 provided elsewhere on the cabinet of gaming device 10. The electromechanical inputs 30 also send discrete signals to processor 12, indicating a choice by player 90. Eventually, the player receives an award which is displayed in award meter 88.

Please replace the paragraph beginning at page 26, line 3 with the following rewritten paragraph:

Referring now to Fig. 8, one method ~~130~~ for generating the values upon the player's selection of a contestant is illustrated. Upon starting the method as indicated by oval 132, gaming device 10 generates a number of values, as indicated by block 134. To do so, gaming device 10 uses a number of values to select ranges and value amount averages that are derived from a predefined expected value. Table 150 of Fig. 9 described in detail below shows one example of a set of data that can be used to generate the number of values to select ranges and the value amount averages. Generally, for a given expected value, certain entries will have a larger number of selected value ranges and a smaller average value, while other entries will have a lower range with higher expected value amounts. That is, certain picks of the contestants will generate more values, but the values will tend to be lower values. Other picks of the contestants will tend to generate less values, but the values will tend to have higher amounts.

Please replace the paragraph beginning at page 26, line 17 with the following rewritten paragraph:

Once the ranges are set as indicated in block 134, the gaming device, upon a player's selection of one of the contestants, generates values for a first offer/potential offer using a first number of values to select a range and a first value amount average as indicated by block 136. Next, upon a second player pick of one of the contestants, gaming device 10 generates values for a second offer (term "offer" also includes "potential offer" as those concepts have been described above) using a second number of values range and a second amount range. That process is continued as indicated by the dotted lines of ~~the~~ method ~~130~~ 100 of Fig. 7 until the game, upon a player pick of a contestant, generates values for the final or Nth offer using Nth number of values to select range and an Nth value amount average as indicated by block 40. After generating values for the Nth offer as indicated by block 140, the method ~~130~~ ends as indicated by oval 142.

Please replace the paragraph beginning at page 27, line 28 with the following rewritten paragraph:

Referring now to table 155 of Fig. 10, a weighted range of number of values to select is illustrated. In Fig. 9, the entries of the ranges were are each said to be equally weighted. In the table 155, the entries are weighted according to a bell curve so that the middle of the range tends to be selected slightly more than the near ends of the range, which in turn are selected slightly more than the distant ends of the range. In alternative embodiments, the weighting profile is distributed differently to achieve a desired variability for the offer/acceptance game of the present invention.

Please replace the paragraph beginning at page 28, line 23 with the following rewritten paragraph:

Referring now to Figs. 13 and 14, two flow diagrams 170 and 190 show different methods for reconfiguring the values of the offers if one or more of the values is generated but no longer available. For example, viewing Figs. 3 to 6, the "five" values five of the lowest value level 72a were all highlighted or used by the time the final offer was generated. If in determining values for the final offer the value five would have been generated again, the game presumably would have no way to reconcile the fact that the "five" values had all previously been taken. The methods of Figs. 13 and 14 remedy that situation.

Please replace the paragraph beginning at page 37, line 24 with the following rewritten paragraph:

Referring now to Fig. 21, another feature of the embodiment illustrated in Figs. ~~17~~ 21 to 24 is that the game guarantees that each contestant obtains at least two hits. Fig. 21 is in one aspect therefore a recreation in memory device 14 of the final generation of selections for Contestant "C" shown in Fig. 19. Instead of obtaining the five hundred fifteen value, the game randomly generates misses for Contestant "C" upon the first available selection in each of the columns 74a, 74b and 74d to 74f. Contestant "C" only hits on the five value of value level 72a in column 74c. Because gaming device 10 in the illustrated embodiment guarantees the player at least two values, gaming device 10 displays a message (shown on display device 16, 18) informing the player even though the Contestant "C"s picks appear to have been exhausted, there is another opportunity.